

**FIG. 1**

0	0	SID	DBS	FN	QPC	HS	Rsv	DBC
0	0	FMT	FDF					
1	0	RESERVED			MODE		STATE	

**FIG. 2**

VALUE	MEANING
C2 <sub>16</sub>	RECORD MODE
C3 <sub>16</sub>	PLAY MODE

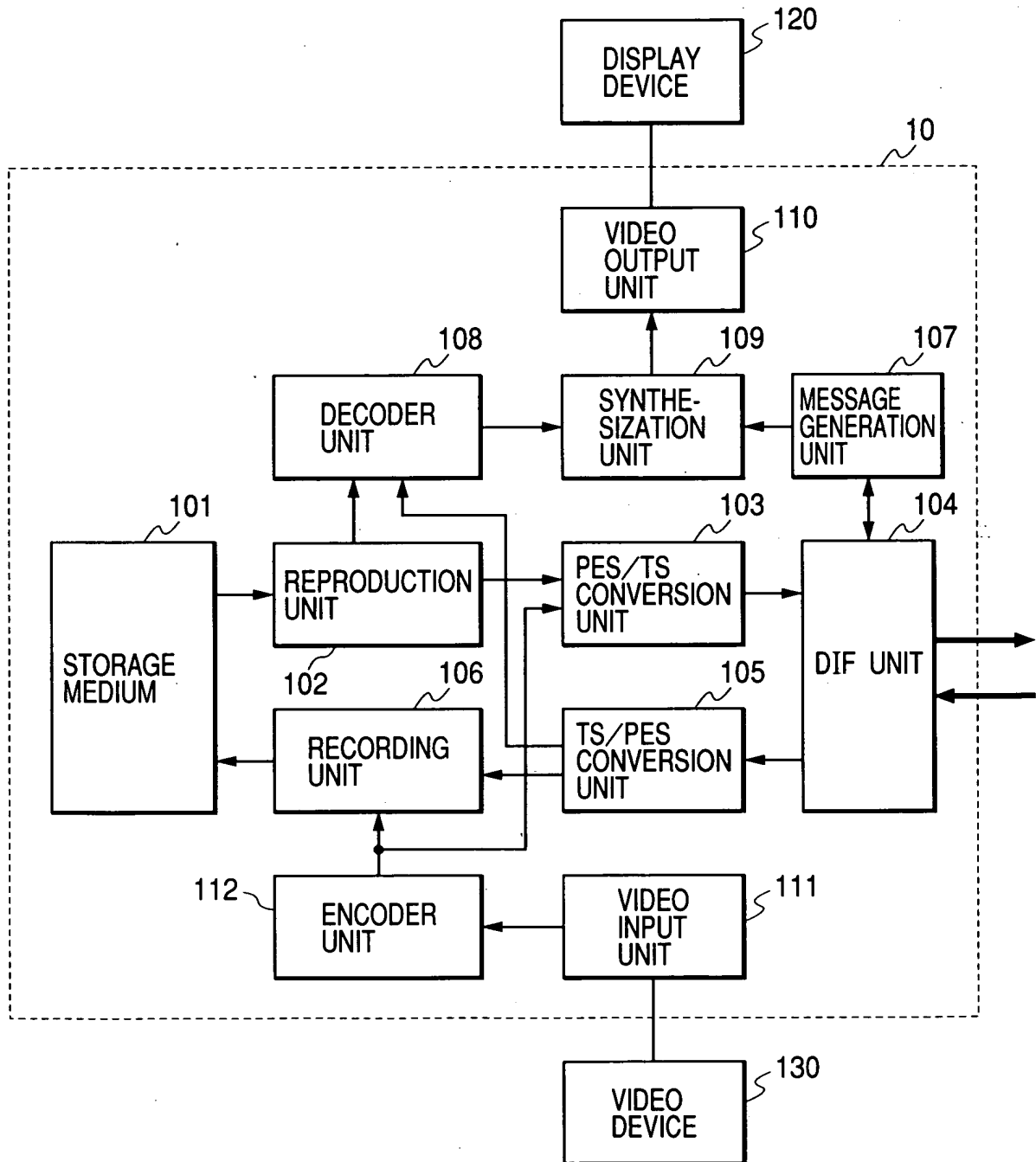
**FIG. 3**

VALUE	STATE	MEANING
75 <sub>16</sub>	RECORD	RECORD AT NORMAL SPEED
7D <sub>16</sub>	RECORD PAUSE	PAUSE IN RECORDING

**FIG. 4**

VALUE	STATE	MEANING
31 <sub>16</sub>	SLOWEST FORWARD	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
32 <sub>16</sub>	SLOW FORWARD 6	
33 <sub>16</sub>	SLOW FORWARD 5	
34 <sub>16</sub>	SLOW FORWARD 4	
35 <sub>16</sub>	SLOW FORWARD 3	
36 <sub>16</sub>	SLOW FORWARD 2	
37 <sub>16</sub>	SLOW FORWARD 1	
38 <sub>16</sub>	X1	PLAY AT NORMAL SPEED
39 <sub>16</sub>	FAST FORWARD 1	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
3A <sub>16</sub>	FAST FORWARD 2	
3B <sub>16</sub>	FAST FORWARD 3	
3C <sub>16</sub>	FAST FORWARD 4	
3D <sub>16</sub>	FAST FORWARD 5	
3E <sub>16</sub>	FAST FORWARD 6	
3F <sub>16</sub>	FASTEST FORWARD	
41 <sub>16</sub>	SLOWEST REVERSE	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
42 <sub>16</sub>	SLOW REVERSE 6	
43 <sub>16</sub>	SLOW REVERSE 5	
44 <sub>16</sub>	SLOW REVERSE 4	
45 <sub>16</sub>	SLOW REVERSE 3	
46 <sub>16</sub>	SLOW REVERSE 2	
47 <sub>16</sub>	SLOW REVERSE 1	
48 <sub>16</sub>	X1 REVERSE	PLAY AT NORMAL SPEED IN REVERSE
49 <sub>16</sub>	FAST REVERSE 1	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
4A <sub>16</sub>	FAST REVERSE 2	
4B <sub>16</sub>	FAST REVERSE 3	
4C <sub>16</sub>	FAST REVERSE 4	
4D <sub>16</sub>	FAST REVERSE 5	
4E <sub>16</sub>	FAST REVERSE 6	
4F <sub>16</sub>	FASTEST REVERSE	
65 <sub>16</sub>	REVERSE	PLAY AT NORMAL SPEED IN REVERSE
6D <sub>16</sub>	REVERSE PAUSE	PAUSE IN REVERSE PLAY
75 <sub>16</sub>	FORWARD	PLAY AT NORMAL SPEED
7D <sub>16</sub>	FORWARD PAUSE	PAUSE IN PLAY

FIG. 5



**FIG. 6**

0	0	SID	DBS	FN	QPC	SPH	Rsv	DBC
0	0	FMT	FDF					
1	0	PB	DIR	SPEED.I				SPEED.D

**FIG. 7**

VALUE	MEANING
0	PLAY
1	RECORD

**FIG. 8**

VALUE	MEANING
0	FORWARD
1	REVERSE

**FIG. 9**